

Frederik	number
	4

Fight	Short Long Agility Type	
95	65	155
		250 evasion

kind of fighting	Close yet distance		
war	double 1	switch 1	guide 1
Technique	first 1	speed 1	

Yang	number
	3

Fight	Short Long Agility Type	
670	155	320
		154 princess one

Zhonggemen	close distance		
war	Stan 1	Duel 1	guide 1
Technique	double 1 hong	switch 1	
	first 2	speed 1	

Pole	number
	4

Fight	Short Long Agility Type	
200	200	450
		450 long distance

Zhonggemen	near distance		
war	Stan 1	Duel 1	guide 1
Technique		switch 1	

alder	number
	3

Fight	Short Long Agility Type	
480	800	160
		160 gate

Ho fighting	near distance		
war	Stan primary	Duel 1	guide 1
Technique	double 1	switch 1	
	first 1		

No, nsu	number
	3

Fight	Short Long Agility Type	
450	700	1000
		350 long distance

Kind of grid	near distance		
war	none	Duel 1	guide 1
Technique		switch 1	
		speed 1	

Gregorio	number
	3

Fight	Short Long Agility Type	
1200	500	400
		400 gate

Zhonggemen	near distance		
war	stan 1 hong	none	none
Technique	double 2		
	first 2		

Morley	number
	4

Fight	Short	Long Agility Type	
500	500	150	100 evasion

Zhonggemen	near distance	
war	Stan 1	Duel 1
Technique	double 1	switch 1
	first 1	

Bot	number
	4

Fight	Short Long Agility Type	
340	2000	1020
		340 close range

Type FT near and far		
war	Stan 1	switch 1 guide 1
Technique	double 1	

Polunka,	number
	5

Fight	Short Long Agility Type	
740	1110	370
		1480 squares back

kind of fighting	near distance	
war	Stan 1	No speed 1
Technique	double 1	
	first 1	

I-Hin	number
	4

Fight	Short Long Agility Type	
600	2000	1200
		600 close range

kind of fighting	near distance	
war	Stan 1	speed 1 guide 1
Technique	double 1	

ralph	number
	2

Fight	Short Long Agility Type	
2800	900	2100
		800 blocks away

Zhonggemen	near distance	
war	Stan primary	none
Technique	double 1 hong	welcome No,

Gentz	number
	2

Fight	Short Long Agility Type	
1200	1200	1200
		1200 ALL

'Zhonggemen	Close range and far distance	
war	Stan 1 Hong Duel 1	guide 1
Technique	switch 1	
	speed 1	



Den's survival lecture

It's right if you lose  
Entering the general battle  
That is this  
Sweet personal story  
le

[Reference material 1 "2090 Kosas warrior list"]

There are classes; therefore you

p.101

FIGHTER

You can fight a total of 65 people in the arena.

The number of logged-in warriors,

There are 65 in total . However, in other

5

the attack abilities of each warrior type

Among these numbers, the greater the

The method of attack lies, and the actual


to formulate combat methods

Each magical mecha has its own body protection.  
The secret prompt for saving, and because of the  
transfer! The password of was found out, such as  
If you want to fight him, you can  
Try it when you are in the gate game

7 F nBZmi i %nsoka3 8sae  
S Ep Net "iResmo eQ Soe"  
A r J nmiZa%kiXPGhii

FIGHTER

一覽表の使用法

 ①

**Sazaland 【Scarlet devil】** ②

Fight	Short	Long	Agility	BODY	ARM L/R	LEGS
11	4	9	22	24	44	8

③ ④ ⑤ ⑥ ⑦ ⑧ ⑨

⑩

出場 闘技 場			
バ	ニ	メ	グ
ベ	ベ	フ	ソ

•Town abbreviation

Balinden

2=New Milgun

Me-Menasa

G-Greyrock

Free = Freedom

pe = peseta

Bae-Belchka

Fo-Fortmonus

So-Soleito

Le Loupidis

Photos of the magical mecha

Battle opponen name and machine name

Fighting ability in fighting

Close range attack ability

Long-distance attack ability

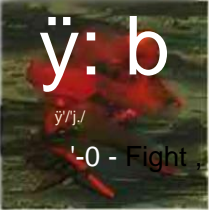
Avoidance ability

H P of the body

Total HP of left and right arms

HP of foot

The abbreviation of the town where the arena is located

 ①

**Sazaland [Scarlet devil]**

11	Short	Long	Agility	BODY	ARML/R	LEGS
4	9	22	24	44	18	

ba	two	Meg	pretend
to honor	yo	Fo	





Rudensky 【GUST】

出場門技場

バ	ニ	メ	グ	フリ
ペ	ベ	フ	オ	ソ
ル				

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
0	9	0	18	21	32	34



Jorg 【CARM】

出場門技場

バ	ニ	メ	グ	フリ
ペ	ベ	フ	オ	ソ
ル				

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
30	0	30	24	24	44	21



Alexander 【TENDUS】

出場門技場

バ	ニ	メ	グ	フリ
ペ	ベ	フ	オ	ソ
ル				

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
34	0	0	26	27	44	24



Were Wolf 【ZOLA 3 A】

出場門技場

バ	ニ	メ	グ	フリ
ペ	ベ	フ	オ	ソ
ル				

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
7	6	0	25	30	40	24



Adam 【PAVOT】

出場門技場

バ	ニ	メ	グ	フリ
ペ	ベ	フ	オ	ソ
ル				

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
9	16	7	30	36	50	27



Jimmy 【ZENITH】

出場門技場

バ	ニ	メ	グ	フリ
ペ	ベ	フ	オ	ソ
ル				

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
14	0	24	34	33	49	26



Demon.V 【GALVO】

出場門技場

バ	ニ	メ	グ	フリ
ペ	ベ	フ	オ	ソ
ル				

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
36	0	0	42	42	48	30



Bleaker 【GIZEH】

出場門技場

バ	ニ	メ	グ	フリ
ペ	ベ	フ	オ	ソ
ル				

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
25	0	22	33	45	52	34



## 出場門技場



Rich 【HUSKY Mk. III】

バ	ニ	メ	グ	フリ
ペ	ベ	フォ	ソ	ル

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
11	32	9	38	39	48	30

## 出場門技場



Jango 【VAPOR】

バ	ニ	メ	グ	フリ
ペ	ベ	フォ	ソ	ル

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
0	24	0	43	48	60	28

## 出場門技場



Hansen 【TEMPEST】

バ	ニ	メ	グ	フリ
ペ	ベ	フォ	ソ	ル

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
15	21	0	46	36	50	36

## 出場門技場



Charly 【ZIGLE 6 B】

バ	ニ	メ	グ	フリ
ペ	ベ	フォ	ソ	ル

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
62	0	0	48	42	60	30

## 出場門技場



Kenny 【PAVOT II】

バ	ニ	メ	グ	フリ
ペ	ベ	フォ	ソ	ル

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
13	24	0	43	54	48	42

## 出場門技場



Snow Bird 【GALVO SV】

バ	ニ	メ	グ	フリ
ペ	ベ	フォ	ソ	ル

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
0	78	0	54	48	72	36

## 出場門技場



Gregorio 【Mr. Kong】

バ	ニ	メ	グ	フリ
ペ	ベ	フォ	ソ	ル

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
50	0	0	68	84	96	66

## 出場門技場



Charly 【ZIGLE】

バ	ニ	メ	グ	フリ
ペ	ベ	フォ	ソ	ル

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
0	54	0	55	48	72	42





# Keey [GALVO MRXy]

バ	ニ	メ	グ	フリ
ペ	ベ	フ	オ	ソ

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
36	0	63	59	54	84	42



# Snow Bird [GENEM]

Ba	Ni	Me	Gufuri
pe	be	foso	

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
21	62	10	65	66	108	54



# Smorker [CLAVECIH]

B2	Meg		フリ
pe	be	foso	ル

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
19	34	y	67	60	96	48



# Fork [PIT]

B2	Meg		フリ
ペ	ベ	フ	オ

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
y	54	y	61	54	84	42



# Fork [MOTH]

B2	Meg		フリ
ペ	ベ	フ	オ

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
34	0	81	66	66	108	60



# Were Wolf [BIZANT]

Ba	ni	meg	フリ
ペ	ベ	フ	オ

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
0	30	0	67	72	96	54



# Adam [FUTURE]

B2	Meg		フリ
ペ	ベ	フ	オ

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
24	24	y	68	84	96	66



# Jimmy [STORK]

B2	Meg		フリ
ペ	ベ	フ	オ

Fight	Short	Long	Agility	BODY	ARML/R	LEGS
24	54	0	67	72	84	60





Demon.V [ZEAREID]

I appear in the arena

Bani Megu Furi  
Pe Be Fu "So7 Le

Fight	Short Long	Agility BODY	ARML/R LEGS		
y		y	77	84	96 60



Bleaker [ORC S 1]

1 part 2 Meg Free  
pe be fosol

Fight	Short Long	Agility BODY	ARML/R LEGS		
30	19	y	65	60	72 54



Rich [CLAVECIHII]

Ba = Mail Group pretend  
pe be Fo So le

Fight	Short Long	Agility BODY	ARML/R LEGS		
y	48	y	71	66	96 54



Jango [PEREGRINE]

I Bani Megufuri  
Pe Be Fu "So7 Le

Fight	Short Long	Agility BODY	ARML/R LEGS		
28	39	y	100	84	228 42



Hansen [ZIKADE]

1bame gufuri  
Pe Be Fu "So7ru"

Fight	Short Long	Agility BODY	ARML/R LEGS		
46	y	y	77	96	102 54



Charly [CROF]

Ba Ni Me Gufuri  
pe pe fosol

Fight	Short Long	Agility BODY	ARML/R LEGS		
y	58	y	74	96	90 60



Kenny [BONART]

Ba Ni Me Gufuri  
pe be fosol

Fight	Short Long	Agility BODY	ARML/R LEGS		
49	y	y	84	108	144 84



Snow Bird [VASA]

I Bani Megufuri  
pe be fosol

Fight	Short Long	Agility BODY	ARML/R LEGS		
45	y	y	92	120	168 96





## Smoker [SEA RIDE]

B2 Megufuri	
Pebefosol	

Fight	Short Long	Agility BODY	ARML/R LEGS			
36	48	108	97	120	144	180



## Fork [ORCSII]

B2 Megufuri	
Pebefosol	

Fight	Short Long	Agility BODY	ARML/R LEGS			
̄	153 114	76	80	96		72



## Marty [GROP SP-V]

Ba Ni Me Gufuri	
Pebefosol	

Fight	Short Long	Agility BODY	ARML/R LEGS			
55	63	̄	100	120	168	102



## Fox [CICADAD]

Ba Ni Me Gufuri	
Pebefosol	

Fight	Short Long	Agility BODY	ARML/R LEGS			
32	108 192	̄	102	144		114



## Orden [INDOS]

pa 2 me afri	
Pebe Fosol	

Fight	Short Long	Agility BODY	ARML/R LEGS			
̄	102 216	̄	112	144		120



## Bringer [STORK Mk.IV]

Ba Ni Me Gufuri	
Pebe Fosol	

Fight	Short Long	Agility BODY	ARML/R LEGS			
58	̄	89	97	108	144	90



## Joe the Apach [NOVAREID]

Ba Ni Me Gufuri	
Pebe Fosonore	

Fight	Short Long	Agility BODY	ARML/R LEGS			
44	67	̄	107	126	156	84



## Volcano [S ORCS]

pa 2 me dafuri	
Pebe Fosol	

Fight	Short Long	Agility BODY	ARML/R LEGS			
47	84	̄	115	132	180	114





Ralph [Cancer]

Ba two me Afri  
pe be fosol

Fight	Short Long	Agility	BODY	ARML/R	LEGS		
102	12	72	123	156	216	120	



Blue eye [FROST]

Pe Be Fu`Sozru`  
Participate in the arena

Fight	Short Long	Agility	BODY	ARML/R	LEGS		
79	y	y	101	108	120	72	



Long Bow [PRISOMEA]

I appear in the arena

Page 2 Me Gufuri  
Pe Be Fu`Sozru`

Fight	Short Long	Agility	BODY	ARML/R	LEGS		
y	91	y	104	132	150	90	



Rally [TYPE 65]

LU 4th | 1114dt+H  
Youci Dou Skill Couch

Noenji Me Gufuri  
pe be fosol

Fight	Short Long	Agility	BODY	ARML/R	LEGS		
y	288 168	y	102	132		114	



Brian [WILD GOAT]

ba 2 me san pretend  
pe pe fosol

Fight	Short Long	Agility	BODY	ARML/R	LEGS		
y	156	y	135	156	216	138	



Rocky [ALPGGIO]

Jba

Nimegufuri  
pe be fosol

Fight	Short Long	Agility	BODY	ARML/R	LEGS		
69	54	90	126	144 192	120		



Ford [ZINC]

Ba Ni Me Gufuri  
pe be fo sol

Fight	Short Long	Agility	BODY	ARML/R	LEGS		
y	152	y	117	162	204	144	

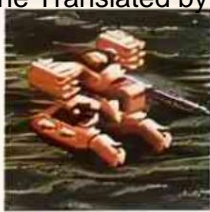


Snow Bird [BRIZIA]

Ba Ni Me Gufuri  
pe be fosol

Fight	Short Long	Agility	BODY	ARML/R	LEGS		
66	81	y	136	180	264 120		





## Smoker [PROTECTION]

Ba	Ni	Me	Gufuri		
pe	be	fosol			

Fight	Short	Long	Agility	BODY	ARML/R	LEGS		
44	80		108		115		120	144 138



## Fork [TYPE 67]

Pa	Me	Gufuri			
pe	be	fosol			

Fight	Short	Long	Agility	BODY	ARML/R	LEGS		
γ	151	204	66		108		132	114



## Marty [RATMOUNT]

pa	2	me	goufuri		
pe	be	fosol			

Fight	Short	Long	Agility	BODY	ARML/R	LEGS		
88	60		78		140		168	264 108



## Fox [ORGEL]

Bame	Gufuri				
pe	pe	fosol			

Fight	Short	Long	Agility	BODY	ARML/R	LEGS		
γ	140	γ		109		150		168 120



## Order [ZERO]

Bame	Gufuri				
pe	pe	fosol			

Fight	Short	Long	Agility	BODY	ARML/R	LEGS		
γ	120	γ		123		156		240 120



## Brings [BRIZIAD]

Ba	Ni	Me	Gufuri		
pe	be	fo	sol		

Fight	Short	Long	Agility	BODY	ARML/R	LEGS		
74	124		153		148		204 288	156



## Joe the Apach [PERZEA]

Ba	Ni	Me	Gufuri		
pe	be	fosol			

Fight	Short	Long	Agility	BODY	ARML/R	LEGS		
γ	169	192	γ		137		156	72



## Volcano [TYPE 67C]

Bame	Gufuri				
pe	be	fosol			

Fight	Short	Long	Agility	BODY	ARML/R	LEGS		
γ	120	216	γ		138		168	156



Fight Short	Long Agility	BODY ARML/R ULEGS			
0	121	0	148	174	264
					180

B2	Meg			フリ
ペ	ベ	フ	オ	ソ
				ル

Fight Short	Long Agility	BODY ARML/R ULEGS			
0	121	0	148	174	264
					180



Fight I Short   Long	Agility	BODY	ARML/R	LEGS			
88	0	129	139	192	216	144	

B2 Meg		フリ
Pe Be Foso		ル

Fight I Short   Long	Agility	BODY	ARML/R	LEGS			
88	0	129	139	192	216	144	



Fight	Short Long Agility BODY ARML/R LEGS				
109	ȳ	90	139	204 288	156

Ba	Ni	Me	Gufuri
pe	be	foso	

Fight	Short Long Agility BODY ARML/R LEGS				
109	ȳ	90	139	204 288	156



Fight	Short	Long Agility	BODY ARML/R LEGS		
35	145	ÿ	115 228	78	34

pa	2	me	goufuri	
pe	be	fosol		

Fight	Short	Long Agility	BODY ARML/R LEGS		
35	145	ÿ	115 228	78	34



Fight Short Long Agility	BODY [ ARML/RyLEGS				
0	336	0	63	30	78 34

B2	Meg			フリ
ペ	ベ	フ	オ	ソ
				ル

Fight Short Long Agility	BODY [ ARML/RyLEGS				
0	336	0	63	30	78 34



Fight	Short Long	Agility BODY	ARML/R	LEGS		
106	109 216	126	128	174		228

pa	2	me	goufuri	
pe	be	foso		

Fight	Short Long	Agility BODY	ARML/R	LEGS		
106	109 216	126	128	174		228



Fight ] Short Long [ Agility BODY ARML/R yLEGS						
142	0	162	155	228	312	204

Ba Ni Meda	フリ
Pe Be Foso	ル

Fight ] Short Long [ Agility BODY ARML/R yLEGS						
142	0	162	155	228	312	204



Fight Short	Long Agility	BODY	ARML/R	LEGS		
6	136	0	100	120	140	100

pa	two	meg	フリ
ペ	ベ	フ	ル

Fight Short	Long Agility	BODY	ARML/R	LEGS		
6	136	0	100	120	140	100



•Terrain with various effects

[Reference material 1 "2090 edition of Strolling on Hofman Island"]

<p>Huffman</p> <p>island terrain,</p> <p>9</p> <p>, as well as roads or ports, etc.</p> <p>ŷ</p>	<p>Partner, then victory is not far away from you</p> <p>ŷ</p> <p>The effect will affect the battle</p>	<p>Ka ŷ</p> <p>Here, we want to</p> <p>ŷ</p> <p>It will definitely helpŷ</p>
--	---	--

GEOGRAPHY Terrain effects will affect defense during combat

<p>Terrain effects -</p> <p>There are 17 types of terrain types in total .</p> <p>There are different effects during the day and night,</p> <p>so be sure to check carefully. In addition, the stages</p> <p>that exist in each terrain will also be displayed, so I</p> <p>hope you can cooperate with them for reference.</p>	<p>8 % 土</p> <p>STAGE</p> <p>1.2.3.4</p> <p>6.7.10.13</p> <p>14.15.18.19</p> <p>20.22.24.25</p> <p>Mostly flat terrain ŷ not very effective°</p>	<p>ŷ%[ Saturday (night)</p> <p>STAGE</p> <p>17</p> <p>Compared with the effect during the</p> <p>day, I hope it can be doubled.</p>
<p>8 %</p> <p>STAGE</p> <p>1.2.4.6</p> <p>7.10.12.14</p> <p>15.18.19.20</p> <p>21.22.24.25</p> <p>A grassland-like grassland with no terrain</p> <p>effect.</p>	<p>17%Grass (night)</p> <p>STAGE ŷBp Zhu</p> <p>17</p> <p>Like soil, you can get more than</p> <p>double the effect during the dayŷ</p>	<p>10% 水泥</p> <p>STAGE</p> <p>1.7.17.24</p> <p>Cement paved floor. The effect is not bad.</p>
<p>5% 石</p> <p>STAGE</p> <p>3.9.12.13</p> <p>21</p> <p>Full of small rocks, low terrain effectŷ</p>	<p>10% "Rock (Night)</p> <p>STAGE</p> <p>11</p> <p>Different from daytime, you can get</p> <p>more than 1 times the effectŷ</p>	<p>25% 叢林</p> <p>STAGE</p> <p>1.10.14.24</p> <p>25</p> <p>Most of them are near coconut groves, where the</p> <p>grass grows densely. The effect is also the highest°</p>
<p>40% 叢林 (夜)</p> <p>STAGE</p> <p>11</p> <p>Like other terrain, its effect is doubled at</p> <p>night.</p>	<p>20% 森</p> <p>STAGE</p> <p>2.4.6.7</p> <p>12.15.18.19</p> <p>20.21.22</p> <p>A common terrain on Hofuma Island. The</p> <p>effect is goodŷ</p>	<p>20% 森 (夜)</p> <p>STAGE</p> <p>17</p> <p>You can get almost the same effect as during the day</p> <p>Fruity terrain.</p>



## LECTURE!

Who will be the survivor of y?

Terrain effects for arenas located in towns

The gate field on the castle also has terrain effects, but its effects

It is 0, and the opponent also lives in the same terrain, so there is no help at all 0



<div>0% 河 (小)</div> <div>STAGE</div> <div>2.18.20</div> <div> </div> <div>Locations closer to the creek y have no effect at all y</div>	<div>15%</div> <div>STAGE</div> <div>11</div> <div> </div> <div>The battlefield will be the Merle River on the island. The effect is in the middle y</div>	<div>Reserve 15%1 market</div> <div>STAGE</div> <div>5.16</div> <div> </div> <div>In a generous juxtaposition, the towns on Hatano Island have the same effect as the enemy.</div>
<div>• y City (night)</div> <div>STAGE</div> <div>8</div> <div> </div> <div>Unlike nature, the effect does not increase even at night y</div>	<div>3% 沙漠</div> <div>STAGE</div> <div>9.13</div> <div> </div> <div>The desertification of the terrain due to the previous conflict y. The effect is very low y</div>	<div>10% 道</div> <div>STAGE</div> <div>4</div> <div> </div> <div>Paved reverse road. It will be more advantageous when there is earth in the weekly chart y</div>
<div>7 15%</div> <div>STAGE</div> <div>9</div> <div> </div> <div>A factory that became a ruin because it became a battlefield y. The effect is normal y</div>	<div>15% *Bridge (Night)</div> <div>STAGE</div> <div>11</div> <div> </div> <div>A bridge that crosses a large river has the same effect as a river.</div>	<div>15%</div> <div>STAGE</div> <div>23</div> <div> </div> <div>All factories of yyyyyyyyyy. The effect is average y</div>
<div>10%</div> <div>STAGE</div> <div>26.27.28</div> <div> </div> <div>A port with many warehouses has mediocre effects.</div>	<div>10% Airport</div> <div>STAGE</div> <div>29</div> <div> </div> <div>An Air Force dedicated airport with a helipad. The effect is the same as the port</div>	<div>15% 基地</div> <div>STAGE</div> <div>30</div> <div> </div> <div>A huge base on the island of Roland. The effect is the same as the factory.</div>



[Reference material 1 "2090 version of Strolling on Hofman Island"]

, the first thing to consider is the ground

y

movable leg parts.

Not commensurate; or too far apart

Where, you can only play a little bit

ÿ

Difference, etc., related to mobility

ÿ

refer to.

# MOVE

consumption movement

		foot type			
		2 feet	Iso-shaped version of air-cushioned tires		
land shape	±	3	3	2	2
		4	3	2	3
	forest jungle	4	4	3	4
	ulj stone	3	4	2	4
	City street	3	3	2	2
	river	4	5	2	4
		3	3	2	2
	grass	3	3	2	2
	factory	4	2	2	3
		3			
	desert	3	3		2
	road	3	3		2
	ruins	3	3	2	2
		3	3	2	2
	bridge	3	3	2	2
	cement port airport base	3	3	2	2

There are differences, and they will also be installed according to the

As for the step difference, no matter where it is

1 ÿ

The smaller the number on the table, the more advantageous it is.

# STEP UP



Foot type climbing ability	
Foot type and climbing ability	
2 feet to 2 segments	
Crawler to 1st stage	
Air cushion to level 1	
Tire to level 1	

Please refer to P.108 for instructions.



[Yan]

These are the things I want to do in Harman

It is not easy to win the battle. It is not only your own body, but also your own body.

When choosing, you must grasp various conditions such as the abilities of each pilot and the terrain on the battlefield. However, if you

If you want to become a successful Buddhist soldier, you must master this knowledge.

Although this kind of thing looks very rustic, it is the Cambodian and Western foundation that supports everything.

It would be a pity if you use too much.



Creator of

—tachi

## INTERVIEW

---

Developer interviews

y et al.

the one who created us

rattling

and then



to all warriors

ý



Shinji Hashimoto

Masaki Eki (36 years old) 3]  
General Producer

[Director] Responsible for production and publicity

about Shinji Hashimoto

series and production

's ambition

It's also a problematic worký

I've always wanted to create something, maybe not

The Living Evil God series, and the so-called Legend of Mana series, etc.

, can all be regarded as Square-type software!

A new type of game; one that strongly appeals to you

User, a kind of absolute that can be deeply rooted in people's hearts forever.

The driving force behind this softwareý

, I think it's a departure from Square's traditional



route, and the ambitious work produced is also a question

9 We can also be picky about the scene

9 However, as this

The overall producer of the game, I certainly hope there will be more

Many people can understand this masterpiece; and in S

On the FC machine, everyone was surprised that it was still possible.

To create so many worlds, we want to convey

Always work hard to develop.

9 •

9

It's all a dream world, completely

9 The world in this work,

9

9

• •

Against the background of this era, it is difficult to

9

There will also be some strange contradictions, but this way

Oh

Deciding how much of something is true is like making a

The same price as a movie

However, although we would like to pursue more profound

things; however, we ourselves are responsible for setting

What is lacking on the surface actually exists

•

In other words, at this time there are things

• we wanted to reflect it all in the game, and

If you use these things, you should be able to do it

Publish a work that satisfies everyone 99

If it's something, then before creating it, "I'm very concerned about this kind of thing."

We have seen enough of the situation? There is no such person.

? So, this time we thought of using the robot

Connected with humans and successfully created gods

9

9

9

9 We are also waiting for your warm and enthusiastic

9



Toshiro  
Tsuchida

Toshiro Tsuchida (3 years old)

Producer

[Producer] Responsible for production

"Flying Magic Mecha".

enough to convey the staff's ideas 9 taste, and its capabilities

9

The biggest selling point lies in the settings of the machine. In the game

The way the screen shows it, this is what this game

Theater is a special place9

? It's actually very simple, because I hope that players can

9 However, since this is an extension in the real world

A story created over a long period of time, so we

Also followed the rule of "no flying magical mechas"

9

9

I hope everyone can use Setup 's system to play.

9

9





H ideo  
I destroyed

# Hideo Iwasaki (eyelashes)

D i rector

[Director] Responsible for the script

Don't want to create

Hero character game 9

1W

one

When writing the story of this game, I didn't want to

99

The war between countries, in this so-called huge flow

In the process, starting with one soldier can defeat all

9

, but I think it will not be allowed in the near future°

Troublesome, but it gradually became apparent in the prototype of the game

time, we hope that there will be such a human being

9

9 Lloyd

People are people too, they can eat, and they can also go

... 9

o

Such a subtle setting)

, so we hope that you can transcend these settings

,Constructing an egoistic worldview.



Mamoru  
Oyamada

# Mamoru Oyamada B

Programmer

[Programming] Responsible for the main program

sharply shortened,

So the waiting time is also shortened

Can many iOWB

When you get SLG , they seem to give you

9

, try your best to shorten the enemy's launch

9

As a result, they become enemies and move together

Okay, that's it

, just a situation of watching the painting happen, the game

9

In addition, the demonstration screen is

Use POLYGONS .

The letter works and cooperates with the enemy's movements. I hope you will

Be sure to enjoy this scene.

9

9

Can give us advice, not necessarily long speeches, i.e.

Just one sentence will do.





Tetsuya  
Come on

# Oya Tetsuya g

Programmer

[Programming] Responsible for combat programming

So-called Clinton type

Four-legged machine..... ŷ

It turns out that I should be able to walk

I am better at drawing pictures, so I spent a lot of time

ŷ You can see the boss characters, all

The relationship between time and capacity, so there are many things that only

It's easy to discard, but can't be entered into it

"Bounce" actionŷ

ŷ This guy is full of force in the battle scenes

, and he will also appear while walking a mound, but they are all

All deleted..ŷ

ŷ

ŷ

ŷ I also added Russian text,

Please be sure to read itŷ



Hasahori  
Hara

# Hara Jung-heon (25 years old)

Graphic Designer

[Composition Design] Responsible for the opening composition

I hope to make.....

All the characters in it.....

As soon as I saw Xiang, I felt.....

ŷ

ŷ

Although it is small, I also added some information

ŷ

You will definitely smile while covering your face ŷ

However, this cannot be shown publiclyŷ

At the very beginning, when I saw this script

ŷ

So, on a billboard in town or on an airplane

O

ŷ

Sexual expression, I think this should also be included in the game

ŷ

A must-see placeŷ





Kazuhiro Matsuda

Kazuhiro Matsuda

(26 years old)

Assistant Director

[Assistant Director] Responsible for map data production

My mood is getting better and better,

So I will have high-end buildings\_

The so-called SLG is

Effects or obstacles, Izuka makes a battle that suits him

Strategy or tactics, this is also the greatest fun when playing SLG

The same goes for us who make maps,

What kind of combat methods should be used in each combat terrain?

Dharma, etc., so are we.

Thinking while thinking about the ground

I don't know how many times I have done digging graves

(lol).

The map I particularly like is the one with tall buildings lined up

16

Here, of course, there are also descriptions

I will build such a high-rise building (laughs)



Youko Shimomura

Yoko Shimomura (2 years old)

Music

ComposeryResponsible for music

It is mainly composed of "barbaric music",

The crowd made a dagger

Something special"

It's so hard, but the experience is very relaxing, I think

This work was completed quickly and in good condition°

Is the tune a bit strange? In fact, the music of the Asena

So I

staff, as well as all users, what do you think about this song?

The songs are all well-received; so, for me

Speaking of which, I feel quite accomplished.





Atsuko  
Matsueda



Toshiyuki  
Inoue

# Kako Matsueda a E

## Music

ComposerResponsible for music

2 women are tough for this

world composing.

Listen to the music we made

so in this work, I really learned

The hardest part is when you

The impression of the song and the wishes of the planners

I can't It won't work even if you think about the Tao, that won't work either

Rewrite the song (laughs)

When it comes on stage, the kind of music that gives people a sense of humor

Have fun! This time, the overall impression of the entire game

It should be the feeling of strengthening the body

The song is different, a bit silly, it's a song

Very interesting song

Two women want to compose music for such a hard world

you may feel the generation gap, but I still hope that everyone will

In addition to listening to these powerful songs, you can also experience the

Unique feeling

Toshiyuki Inoue (29 years old)

## Publicity

PublicityResponsible for publicity

Will's mentality in past games.

Then you might want to

I have been in the development department since March last year

After understanding the hard work of the creators, we changed it into

Propaganda DepartmentAnd this time when I was still in the Development Department

The experience gained has given me a lot of help.

When making settings, in addition to understanding the development

Settings are also used a lot

but even in the same stage, according to God

or tactics, you can play it in various styles, which is

No matter how many times you play it, you'll still find it fun.

software. Please taste the miso carefully.

The hard route, so for those who want to play Square

For players who have played the previous game route, this game can





Bin Ting's mission

# INDEX

The 613 items covered in this book  
are divided into 10 genres and listed in alphabetical  
order. Keyword what you want to know  
Please search and utilize INDEX.

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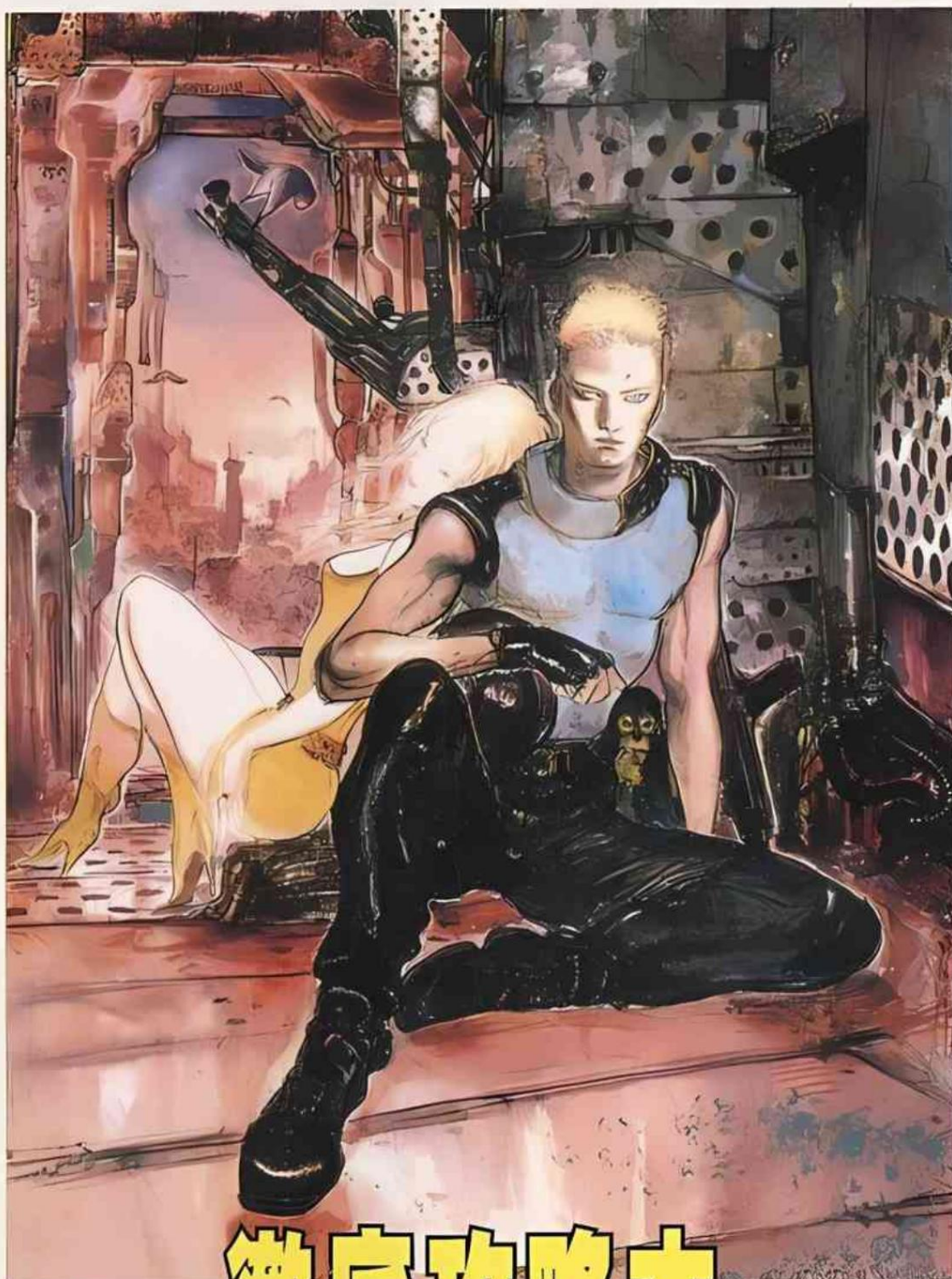
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